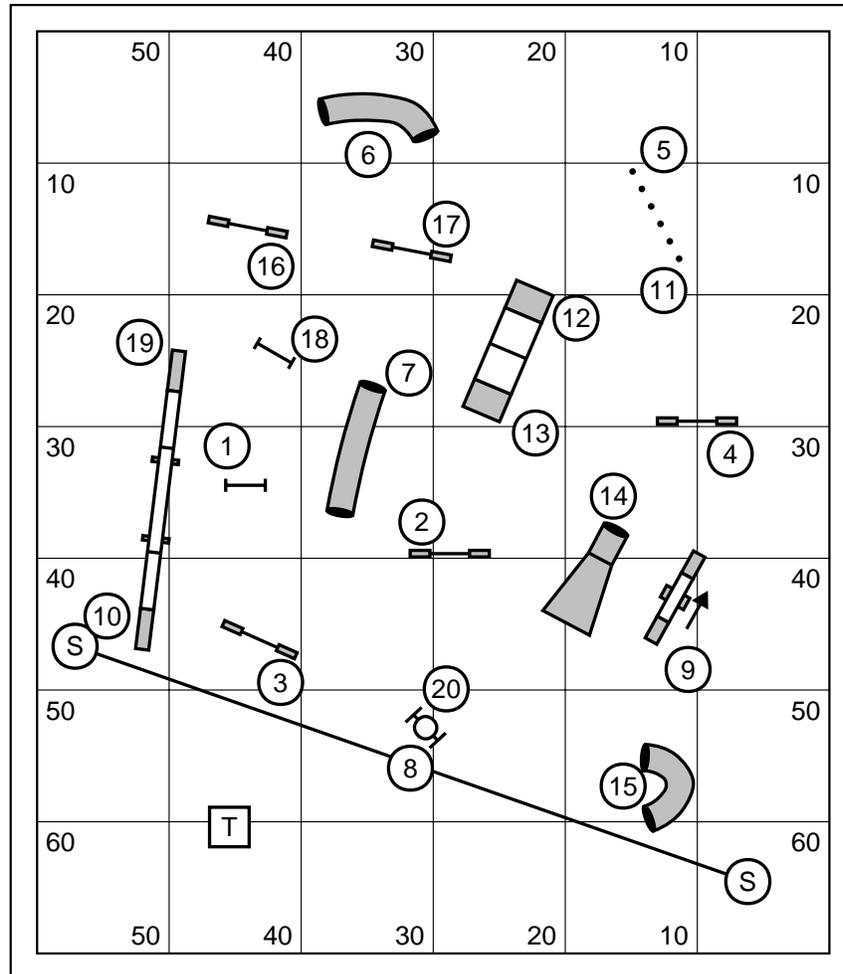


Lucky 13

Lucky 13 comes to us from league play competition conducted by Northwest Agility League ~ sponsored by Columbia Agility Team. It is essentially a variation of the game as "12 Tone Row" with a couple of important differences.



Briefing

The object of Lucky 13 is to collect as many points as possible while correctly performing a total of 13 obstacles – no more, no less – with the thirteenth obstacle being the tire. The course design is up to the handler. Each obstacle is assigned a direction and value indicated by the cone next to it. Some obstacles may have two different point values indicated by the cones.

Good natured help by teammates is allowed.

Maximum course times are 50 seconds for big dogs and 55 seconds for small dogs. Scoring begins at the designated start line and ends at the table which is not counted as an obstacle.

General

- If the dog correctly performs more than 13 obstacles, only the first 13 count for points;
- Each obstacle done correctly over OR under 13 incurs a special fault;
- Each bi-directional obstacle (as indicated on course map) may be done once in each direction for

- points. Each direction correctly performed will count as one of the thirteen obstacles required;
- Repeated obstacles will not count for the obstacle count or assigned obstacle points;
- The tire must be the thirteenth obstacle, done in either direction, to avoid a special fault. Note: the opposite tire direction may be used in the handler's course design; and
- The table is live at all times and stops the clock. No specific position is required on the table to stop the clock.

Notes on faulted obstacles:

- Each faulted obstacle incurs 5 faults (missed contacts, knocked bars, etc.) and there are no failure to perform faults;
- A faulted obstacle is not included in the count of 13 obstacles to be done; and may not be repeated for points.

Notes on special faults ~ Ten point faults assessed for:

- Each obstacle MORE or LESS than the required 13; and
- The tire NOT being the thirteenth obstacle.

Conduct of the Game

Judge calls ALL points for correctly performed obstacles during a run, including repeated obstacles;

Judge calls out “fault” for any faulted obstacles; and the scribe will record all obstacle numbers called including any repeated obstacles in the order called and indicating an 'F' when “fault” is called by the judge. For example, 6, 9 F, 3, 6, 4, 16, etc.

The scorekeeper should count the number of obstacles recorded, excluding any faulted and repeated obstacles, to determine if the thirteenth obstacle was the tire. Then the scorekeeper will add up the number of valid obstacle points and deduct any performance and special 10 point faults. An example of scoring follows.

- The dog performed the obstacles and stopped the clock within the allowed time; and
- The scribe sheet reads: 7, 12, 9, 11, F, 13, 16, 6, 5, 15, 2, 14, 6, 18, 2, 8.

Fourteen obstacles were correctly performed and the thirteenth obstacle was not the tire. One obstacle was faulted and one obstacle was repeated. These two obstacles were not counted. The total of the first 13 obstacles is 138 points. Then the following points are subtracted from the total: 5 faults for an obstacle fault: 10 points for doing one obstacle over the required 13 obstacles, and 10 points for the tire not being the thirteenth obstacle performed. The new point total would be 113 points. (138-5-10-10 = 113).

Based on the qualifying criteria (see below) this score would have been an adequate qualifying score for Games I, but not Games II or Games III.

Scoring and Qualification

Lucky 13 is scored Points Less Faults then Time.

To qualify the dog must earn:

- Games I – 102 points
- Games II – 128 points
- Games III – 154 points

Editor's Note: The course used in this document was loosely based on the Northwest Agility League course but adjusted for play in the TDAA.